

5 LEVEL

Name: G. Talisman Player: Noah  
Class: Paladin (Oath of Glory)  
Experience: 6,500 Next level: 14,000  
Background: Folk Hero  
Race: Human Size: Medium Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
Gender: \_\_\_\_\_ Hair: \_\_\_\_\_ Eyes: \_\_\_\_\_ Skin: \_\_\_\_\_  
Age: \_\_\_\_\_ Alignment: \_\_\_\_\_ Faith: Himself <3

DUNGEONS & DRAGONS


Abilities

ABILITY	MODIFIER	SAVING THROW	PROF. BONUS
16 STR STRENGTH	+3	+3	
14 DEX DEXTERITY	+2	+2	
14 CON CONSTITUTION	+2	+2	
11 INT INTELLIGENCE	0	0	
13 WIS WISDOM	+1	+4	✗
16 CHA CHARISMA	+3	+6	✗

Saving Throw Advantages / Disadvantages  
Immune to disease  
Immune to armor smudges

Combat

Defense



16 AC

14 ARMOR BONUS  
+  
SHIELD BONUS  
+  
DEXTERITY MOD  
+  
MAGIC  
+  
MISC MOD 1  
+  
MISC MOD 2

Scale Mail of Gleaming

12

RESISTANCE

HALF DAMAGE

Attacks

WEAPON / DESCRIPTION	PROF. ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Pike Heavy, reach, two-handed	✓ Str	Melee	+6	1d10+3	Piercing
Polearm Butt End As bonus action after Attack action with a glaive, halberd, pike, spear, or quarterstaff	✓ Str	Melee	+6	1d4+3	Bludgeoning
Unarmed Strike	✓ Str	Melee	+6	4	Bludgeoning
Javelin Thrown	✓ Str	Melee, 30/120 ft	+6	1d6+3	Piercing

TYPE TOTAL

Javelins 4

AMMUNITION

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AMMUNITION

Ability Save DC

PROFICIENCY BONUS + 8 + Cha

14

Senses

11 Passive Perception

Limited Features

FEATURE	MAX USAGES	RECOVERY	USED
Lay on Hands	25	LR	
Channel Divinity	1	SR	
Channel Divinity: Harness Divine Power	1	LR	
Divine Sense	4	LR	



Proficiency Bonus

INSPIRATION

Skills

ADV. DIS.	BONUS	NAME (ABILITY)	PROF.	EXP.
✗	+5	Acrobatics (DEX)	✗	✗
✗	+4	Animal Handling (WIS)	✗	✗
✗	0	Arcana (INT)		
✗	+6	Athletics (STR)	✗	✗
✗	+3	Deception (CHA)		
✗	0	History (INT)		
✗	+1	Insight (WIS)		
✗	+3	Intimidation (CHA)		
✗	0	Investigation (INT)		
✗	+1	Medicine (WIS)		
✗	0	Nature (INT)		
✗	+1	Perception (WIS)		
✗	+3	Performance (CHA)		
✗	+6	Persuasion (CHA)	✗	✗
✗	0	Religion (INT)		
✗	+2	Sleight of Hand (DEX)		
✗	+2	Stealth (DEX)		
✗	+4	Survival (WIS)	✗	✗
✗	+5	Woodcarver's Tools	✗	✗


DEX +2 Initiative

2 +

30 ft

20 ft

HEALTH



HP

MAX HIT POINTS

5 x d10 + 2

Hit Dice

WOUNDS

TEMPORARY HP

DC10

DEATH SAVING THROWS

Actions

MAXIMUM OF 1 ACTION, 1 BONUS ACTION, AND 1 REACTION PER TURN.	DASH / DISENGAGE / DODGE
Attack	Help / Hide / Escape Grapple
- Weapon Attack	Ready / Search / Use Object
- Disarm / Grapple / Shove	Overrun / Tumble
Cast a Spell	
Lay on Hands	
Divine Sense	
BONUS ACTIONS	REACTIONS
Channel Divinity: Inspiring Smite / Peerless Athlete	USED THIS ROUND
Butt End Attack (after attack with polearm)	Opportunity Attack
Compelled Duel (1st level spell & conc.)	- Normal
Magic Weapon (2nd level spell & conc.)	^ (enemy leaves 10 ft range)
Channel Divinity: Harness Divine Power	- Polearm Master
	^ (enemy enters 10 ft range)

TYPE TOTAL

Javelins 4

AMMUNITION

TYPE TOTAL

Javelins 4

AMMUNITION



## Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1 <input type="checkbox"/>	Disadvantage on Ability Checks
2 <input type="checkbox"/>	Speed halved
3 <input type="checkbox"/>	Disadvantage on Attack Rolls and Saving Throws
4 <input type="checkbox"/>	Hit Point maximum halved
5 <input type="checkbox"/>	Speed reduced to 0
6 <input type="checkbox"/>	Death

**FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.**

## Conditions

- ☐ **Blinded**  
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.
- ☐ **Charmed**  
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.
- ☐ **Deafened**  
Fail checks involving hearing.
- ☐ **Frightened**  
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.
- ☐ **Grappled**  
Speed drops to 0, regardless of any bonus.
- ☐ **Incapacitated**  
Can't take actions or reactions.
- ☐ **Invisible**  
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.
- ☐ **Paralyzed**  
Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.
- ☐ **Petrified**  
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.
- ☐ **Poisoned**  
Disadvantage on attack rolls and ability checks.
- ☐ **Prone**  
Crawl (at  $\frac{1}{2}$  speed) or stand up (costs  $\frac{1}{2}$  speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.
- ☐ **Restrained**  
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.
- ☐ **Stunned**  
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.
- ☐ **Unconscious**  
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

## Notes


## Magic Items

 **MAGIC ITEM:** *Scale Mail of Gleaming* [XGtE 136]

This scale mail armor never gets dirty.

 **MAGIC ITEM:** *Cloak of Billowing* [XGE 136]

As a bonus action while wearing this cloak, I can make it billow dramatically.

 **MAGIC ITEM:** *Quiver of Ehlonna* [DMG 189]

This quiver has three compartments and weighs 2 lb, regardless of its contents. Its shortest compartment can hold 60 arrows, bolts, or similar objects. Its midsize compartment holds up to 18 javelins or similar objects. Its longest compartment holds up to 6 long objects, such as bows, quarterstaves, or spears.

 **MAGIC ITEM:**  **ATTUNED**

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## Extra Equipment

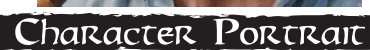
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## Other Holdings





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Spell Slots	1st level	2nd level	3rd level	4th level	5th level	6th level	7th level	8th level	9th level



Paladin Spells

Spell attack modifier: 

+6

Spell save DC: 

14

Spellcasting ability

Charisma

Cantrips (0 Level)

Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	—	Div	1 a	Touch	V,S	Conc, 1 min	P	248
Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	—	Trans	1 min	Touch	V,S,M	Instantaneous	P	259

1st Level

Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
Command	1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
Compelled Duel	1 crea save or dis. on attacks vs. not-me and save if moving more than 30 ft away	Wis	Ench	1 bns	30 ft	V	Conc, 1 min	P	224
Cure Wounds	1 living creature heals 1d8+1d8/SL+3 (Cha) HP	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230
Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	—	Evoc	1 a	120 ft	V,S	1 rnd	P	248
Heroism	1+1/SL crea immune to fear, gain+3 (Cha) temp. HP start of each turn as spell lasts	—	Ench	1 a	Touch	V,S	Conc, 1 min	P	250

2nd Level

Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	237
Find Steed	Gain the services of a steed; communicate with each other telepathically; share spells with it; see book	—	Conj	10 min	30 ft	V,S	Instantaneous	P	240
Magic Weapon	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3	—	Trans	1 bns	Touch	V,S	Conc, 1 h	P	257
Zone of Truth	15-ft rad all in or enter save or unable to lie; I'm aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	V,S	10 min	P	289

Glossary of Abbreviations used in this Spell Sheet

(R)	Ritual	dif. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action	Sources ('B' column)
1 a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's level	AI Acquisitions Incorporated
1 bns / bns a	1 bonus action	dmg	Damage	30-ft rad	30-foot radius sphere centered on any point within range	FD Fizban's Treasury of Dragons
1 rea	1 reaction	h	Hour(s)	S:30-ft rad	Self: 30-foot radius sphere centered on the caster	MT The Book of Many Things
20 cu ft	20 cubic feet	Kn	Known	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster	P Player's Handbook
20 sq ft	20 square feet	Me	Memorized	25gp cons.	The material component, worth 25 gp, is consumed by the spell	PS Planescape - Sigil and the Outlands
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area	RF Rime of the Frostmaiden
atk	Attack (roll)	obj	Object(s)	any	Any creatures of your choosing that are within the spell's area	SC Strixhaven: A Curriculum of Chaos
chk/check	Ability check	obsc.	Obscured	Mf	Material component is costly, but is not consumed upon casting	SJ Spelljammer - Astral Adventure Guide
CL	Character Level	rnd	Round(s)	M†	Material component is costly and is consumed upon casting	SR System Reference Document
Conc, 1 min	Concentration, up to 1 minute	SL	Spell slot level	see book / B	The short spell description here is very incomplete, so beware	T Tasha's Cauldron of Everything
						UA Unearthed Arcana
						W Explorer's Guide to Wildemount
						X Xanathar's Guide to Everything